ADVENTURE TIPS & SOLUTIONS

for

ULYSSES and the GOLDEN FLEECE™

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ADVENTURE

TIPS & SOLUTIONS

FOR

ULYSSES
and the
GOLDEN FLEECE

WRITTEN BY:

STEVEN TIPPETT

TIPS, P.O. BOX 6907, STOCKTON, CA 95206

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ULYSSES and the GOLDEN FLEECE

COMPANY

HI-RES ADVENTURE #4: ULYSSES AND THE GOLDEN FLEECE and ULYSSES AND THE GOLDEN FLEECE are trademarks of SIERRA ON-LINE INC.

TYPE

ULYSSES AND THE GOLDEN FLEECE is a high-resolution adventure game.

OBJECT

In this game, you become the mythological character Ulysses. The King has received word of a fabulous treasure Known as the Golden Fleece. He calles upon you to go and find this treasure and return it to him. If you can accomplish this task, you will be rewarded.

DIFFICULTY

This is one of the hardest of SIERRA ON-LINE'S adventures to solve.

DESCRIPTION

ULYSSES is the fifth adventure produced by SIERRA ON-LINE. It compares to WIZARD AND THE PRINCESS or CRANSTON MANOR (both SIERRA ON-LINE products) in size. It is as good an adventure as either, but a lot harder to play. One of the things that makes it so hard is that you can be a long ways into the game and come up against some obstacle, only to find you missed a small, well hidden clue back in the beginning. A good example of this is the problems involved with the dock guard. Another, is trying to pick which items to buy in the store. You must play a whole lot of the game before you know which items are the right ones; and when you do find out, you will probably have to start the game over from square one. One other thing which makes the game so difficult is that many of the puzzles you must overcome defy logical reasoning. Good examples are the solutions to getting over the fjord and getting through the wall of fire. Without a doubt the game is challenging, almost to the point of being too tough. If you are a beginning adventurer, this isn't the one you want to start with. On the other hand, if you think you're a seasoned adventurer ready for a good challenge, this game will fill the bill.

HELPFUL TIPS

Here are a couple of general tips that may help you to solve any adventure.

1. When it comes to computer adventure games the number one best tip is to make good maps. The first few times you play the game you will probably just be looking around getting familiar with the strange new world. From the first time you start the game you should be making a map. Adventuring is a very time consuming habit and a good set of maps will save you more time in the long run than anything else (short of having ADVENTURE TIPS & SOLUTIONS).
2. If the adventure has a "save game" feature, use it often. It's not very likely that you will solve any adventure in only one sitting and you may get tired of playing if you have to begin at the beginning every time you boot the game. Another helpful point here is that if you are at some new point in the game, and what you would like to try may prove fatal, save the game before you try it. If it turns out that you made the wrong choice you don't have to start completely over.
3. As you play the game, be sure you read all the descriptions given. Sometimes it is easy to overlook something important. Also, you should make it a point to examine or look at everything. Try reading anything that looks like a sign or has writing (or scratching) on it.
4. Try to go in every direction from each new room or point. If none of the standard directions work (N, S, E, W, U, or D), try the command "go ..." (such as "go hole").
5. Don't avoid mazes. Many good things are either hidden in mazes or on the other side of mazes. If you have problems with mazes try this: before you get to the maze try to gather up as many separate items as the game will let you carry. At the first room drop an item and mark this room on your map with that item. Go in a set direction from each new room, for example, always try north first. If this gets you into another new maze room drop another item. One important point in maze solving is that 99% of the time you will be lost, so the first thing you should do in a new room is see if you can get back to where you just came from. If you went north out of the last room, you should first try to go south to see if you can get back. This way, if you run out of items to drop, you can find your way out to get more items. It may take several tries before you are able to get a maze mapped out.
6. Periodically inventory the items you are carrying to make sure you have with you the things you think you have. Sometimes items are added or taken away without you knowing it.

Good luck and enjoy your adventure.

HOW TO USE THIS BOOKLET

Although this booklet will guide you completely through the adventure, doing so would destroy the fun of the adventure. If you find yourself stumped and frustrated, try going on to some other part. If you still can't get going, then stop playing for a while and let your computer rest. After the computer has cooled off, give it another try. Rémember that adventures are like any other good puzzle, they have to be challenging or they won't be fun. On the other hand, every seasoned adventurer has at one time or another reached the point where he or she is ready to use the adventure disk for firewood. That is where this booklet comes into play. Use it moderately to get past only the part you are stuck on and then try to continue on your own.

THE KEY WORD LIST

One thing that some people don't like about adventure games is having to guess the words that the computer will understand. The enclosed key word list will eliminate that problem. Let's say, for example, you were exploring a deep dark dungeon and you were confronted by a nasty monster. After trying the usual things like "kill monster", "attack monster", or "slay monster" (none of which works) you try some not so usual things like "kiss monster", "bite monster" or, after frustration sets in, "eat monster" and still nothing works. Looking at the key word list you might find the verb "hug", so you give "hug monster" a try. Not only does the computer understand, the monster smiles and shows you a secret passage!

QUESTIONS AND ANSWERS

Each question represents a problem that has to be overcome in order to complete the adventure. Since every person who plays the adventure makes different decisions at different points, it is impossible to lay the questions out in any set order. Normally, if you have a problem at the beginning of the game, the question will be at the beginning of the list. Go down the list until you find the question pertaining to your problem. Then turn to the answer section and find the number that corresponds to the question. The answers are coded in such

a way as to make it very simple to find the answer, all you need is a pen or pencil. Each word in the sentence will start and end with the letter "Q" and have a "Q" inserted between letters. All you have to do is mark out the "Q's" revealing the answer. For example: "QLqiqgqhqtq qtqhqeq qlqaqmqp. " would look like "XLXiXgXhXtX XtXhXeX XlXaXmXpX." after it was marked out, revealing "Light the lamp." That is all there is to decoding the answer. After you get used to the system you will probably be able to "read between the Q's" without having to mark them out. With the answers coded this way, you can freely use the book without seeing answers you don't want to see. One other point you should know is that the last answer to each question is the final solution. All the others are clues leading up to the final solution for that problem.

MAPS

The maps are shown with the rooms numbered. Right after the map pages you will find the pages with a list of room labels. These are coded the same way as the answers to the questions. The reason it is done this way is so that you may use the maps from the very beginning without giving away any information. You can fill in the room labels as you get to them or get them from the list. While exploring an adventure you may find that a room has more exits than is shown on the map. In order to confuse a player a little more (as if we don't get confused enough), the game may describe a room as having two exits, one east and one going up. What you have to figure out through trial and error is that the two exits are the same, an eastward passage that slopes upward. When making the maps, I used the one that made the drawing a little less confusing. Therefore, your maps may not look exactly the same but you will end up with the same rooms. One other thing: be sure to read HELPFUL TIP #4 again.

ULYSSES KEYWORD LIST

FIRST WORDS (SINGLE WORD COMMANDS AND VERBS)

AND ASCEND BLIND BOW BREAK BRIDLE BUY CAST CHOP CLIMB COOK
CROSS CUT DON DOUSE DOWN DRINK DROP EACH EAST EAT ECEELF
EXIT FEATHER FEED FIND FLEECE FLY FREE GEM GEMS GET GIVE
GO GRAPES HELP HIRE HIT HOLD HONE IGNITE IN INIT INITIALIZE
INV INVENTORY JEWELRY JEWELS JUMP KILL KNEAD LEAVE LIGHT LOOK
MAKE MOUNT MOVE NEED NO NORTH OCEAN OFFER OFTEN ON OPEN
PAY PLUCK PLUG POKE POUR PUT READ REIN REINS RELEASE RESTORE
RIDE ROAST SAVE SAY SEA SEVENSEA SHARPEN SHOVE SINK SIP
SOUTH SPEAK SQUEEZE STAB START SUPPELTUEL SVENEESA SWIM TALK
THE THROW TIE TO UNLOCK UP USE WANT WAX WEAR WEST WITH
WORK YES

SECOND WORDS (NOUNS, ETC...)

ACROSS ALBATROSS ALL BAG BAR BATS BAY BEACH BIRD BIRDS BOAT
BOATS BONE BONES BOULDER BOTTLE BRIDLE BROOK BUBBLING BUILDING
BUSHES CAGE CANYON CARVING CASTLE CAVE CHAIN CHEST CITY CLIFF
CLIFFS COIN CONDOR CREW CROOK CYCLOPS DISC DISK DISKETTE DOOR
DRAGON DRINK DUST DWARF EAR EARS ECEELF EVERYTHING EYE
FEATHERS FENCE FIRE FJORD FLEECE FLINT FOOD FOREST GAME GEMS
GIANT GOLD GRAPES GUARD HAMMER HAND HANDS HARNESS HARPES
HARPES HEAD HERCULES HOLE HOME HORSE HOUSE HOUSES HURRICANE
ISLAND JUWELRY JEWELS JUNGLE KING LAMB LAMBS LANTERN LEATHER
MAGIC MALLET MAN MAP MAST ME MEN MINERVA MOAT MOUNTAIN
MYSELF NEPTUNE NOISE NOTE OCEAN OFF ON OWNER PALACE PAPER
PASSAGE PEGASUS PIT PLANKS PLUTO POCKET POCKETS POOL POTION
POWDER PRISONER PUB REIN REINS ROBBER ROCK ROCKS ROOM ROPE
RUSTLE SAILOR SAILORS SEA SELF SESAME SEVENSEA SHEEP SHIP
SHIPS SHOP SHORE SIGN SIRENS SILVER SKELETON SKELETONS SKIN
SKINS SOUND SPRING STONE STORE STOREKEEPER STORM STRAPS STREAMS
SUPPELTUEL SVENEESA SWIMMING SWORD TAVERN THIEF THINGS THISTLE
TRNS TOWN TREE TREES TRUNK TUNNEL TUNNELS ULYSSES UP VALLEY
VLLAGE VINYARD VOICE WALL WALLS WATER WAX WHIRLPOOL WINDOW
WINDOWS WINE WINGS WOOD WORDS

ULYSSES QUESTIONS AND PROBLEMS

AROUND THE TOWN

1. How do I get past the guard on the dock?
2. What good is the bottle?
3. What good are the men in the tavern?
4. What do I use for money?
5. Where can I find supplies?
6. Where do I get money to buy supplies?
7. What should I buy in the store?
8. The king isn't seeing anyone today.
9. How do I get past the castle guard?
10. The king beheaded me.
11. Is there anything important in the forest?
12. How do I get the chest open?
13. I can't get anywhere in the ship.

SAILING TO THE ISLAND OF STORMS

14. I can't get past the hurricane.
15. How do I get what I need from the guard?
16. How do I use the item from the guard?
17. Is the condor important?
18. The seagull took all my possessions.
19. How do I get onto the Island?

ON THE ISLAND OF STORMS/INSIDE THE CAVE

20. Is the water in the spring safe to drink?
21. What can I carry some water in?
22. What is in the pit?
23. Is the water in the stream safe?
24. What do I need to cross the fjord?
25. How do I get across the fjord?
26. How do I get the leather straps back?
27. How do I get past the dragon?
28. What do I need to get across the canyon?
29. How do I make what I need?
30. How do I use the item to get across?
31. How do I get past Pluto?
32. Where can I find what is needed to get past Pluto?
33. How can I get through the fire?

ULYSSES QUESTIONS AND PROBLEMS

34. How do I get out of the caves?
35. How do I get back to the ship?

SAILING TO COLOSSAL ISLAND

36. How do I get past Neptune?
37. Where do I find the potion?
38. How do I get past the Island of Sirens without crashing on the rocks?

COLOSSAL ISLAND

39. How do I get on the island?
40. How do I help the man in the cage?
41. The crew is hungry.
42. How can I get past Cyclops.
43. How can I kill Cyclops?
44. Where do I find more wine?
45. Cyclops wakes up with a hangover and is very unhappy.
46. What do I feed the crew?
47. I still can't figure out how to feed the crew.
48. I was robbed by a Dwarf!
49. I can't get past the skeletons.
50. How do I get the chest open?

END GAME

51. I'm stuck at the cliff.
52. I can't get past the thorns.
53. I can't free Pegasus.
54. I can't ride Pegasus.
55. I still can't ride Pegasus.
56. How do I get back to the town?
57. What do I do with the Golden Fleece?

ULYSSES ANSWERS

AROUND THE TOWN

1. A. QIqfq qyqoquq qaqrqeq qjquqsqtq qsqtqaqrqtqiqnqgq qtqhqeq qgqaqmqeq,q qlqoqoqKq qaqrqoquqnqdq qsqoqmqeq qmqoqrqeq.
   B. QTqhqeqrqeq qaqrqeq qaq qcqoquqpqlqeq qoqfq qtqhqiqnqgqsq qyqoquq qmquqsqtq qdqoq qfqiqrqsqtq.
   C. QSqoqlqvqeq qqquqeqsqtqiqoqnq q#q q9q qfqiqrqsqtq.
   D. QSqoqlqvqeq qqquqeqsqtqiqoqnq q#q q3q qfqiqrqsqtq.
   E. QTqrqyq qtqaqlqKqiqnqgq qtqoq qhqiqmq.
   F. QAqfqtqeqrq qyqoquq qhqaqvqeq qdqoqnqeq qtqhqeq qaqbqoqvqeq, qaqnqsqwqeqrq qhqiqsq qqquqeqsqtqiqoqnq q"qyqeqsq"q.
2. A. QTqhqeq qbqoqtqtqlqeq qhqaqsq qtqwqoq qpquqrqpqoqsqeqsq.
   B. QLqoqoqKq qiqnqsqiqdqeq qtqhqeq qbqoqtqtqlqeq.
   C. QTqhqeqrqeq qiqsq qaq qnqoqtqeq qiqnqsqiqdqeq qtqhqeq qbqoqtqtqlqeq.
   D. QTqhqeq qeqmqpqtqyq qbqoqtqtqlqeq qmqaqyq qcqoqmqeq qiqnq qhqaqnqdqyq qlqaqtqeqrq.
3. A. QTqhqeqyq qaqrqeq qlqoqoqKqiqnqgq qfqoqrq qwqoqrqKq.
   B. QTqhqeqyq qmqiqgqhqtq qmqaqKqeq qaq qgqoqoqdq qcqrqeqwq.
   C. QSqoqlqvqeq qqquqeqsqtqiqoqnq q#q q4q qfqiqrqsqtq.
   D. QHqiqrqeq qcqrqeqwq.
4. A. QLqoqoqKq qaqrqoquqnqdq qsqoqmqeq qmqoqrqeq.
   B. QDqiqdq qyqoquq qvqiqsqiqtq qtqhqeq qcqaqsqtqlqeq?
   C. QSqoqlqvqeq qqquqeqsqtqiqoqnq q#q q9q qfqiqrqsqtq.
   D. QTqaqlqKq qtqoq qtqhqeq qKqiqnqgq.q qDqoqnq'qtq qfqoqrqgqeqtq qtqoq qbqoqwq!
5. A. QLqoqoqKq qiqnq qtqhqeq qsqtqoqrqeq.
6. A. QSqoqlqvqeq qqquqeqsqtqiqoqnq q#q q4q qfqiqrqsqtq.
7. A. QEqvqeqrqyqtqhqiqnqgq qeqxqcqeqpqtq qtqhqeq qlqaqnqtqeqrqnq.
8. A. QYqoquq qoqnqlqyq qgqeqtq qoqnqeq qtqrqyq qtqoq qgqeqtq qpqaqsqtq qtqhqeq qcqaqsqtqlqeq qgquqaqrqdq.
   B. QTqhqeq qoqnqlqyq qwqaqyq qtqoq qgqeqtq qaqnqoqtqhqeqrq qcqhqaqnqcqeq qiqsq qtqoq qsqtqaqrqtq qtqhqeq qgqaqmqeq qoqvqeqrq.
9. A. QYqoquq qoqnqlqyq qgqeqtq qoqnqeq qtqrqyq.
   B. QTqrqyq qtqaqlqKqiqnqgq qtqoq qhqiqmq.
   C. QAqnqsqwqeqrq qhqiqsq qqquqeqsqtqiqoqnq.
   D. QWqhqeqnq qhqeq qaqsqKqsq qiqfq qyQoquq qaqrqeq qUqlqyqsqsqeqsq, qaqnqsqwqeqrq q"qyqeqsq"q.
10. A. QBqeq qpqoqlqiqtqeq qtqoq qtqhqeq qKqiqnqgq.
    B. QBqoqwq.

ULYSSES ANSWERS

SAILING TO THE ISLAND OF STORMS

11. A. QYqeqsq.
12. A. QSqoqlqvqeq qqquqeqsqtqiqoqnq q#q q2q qfqiqrqsqtq.
    B. QTqhqiqsq qwqiqlqlq qcqoqmqeq qiqnqtqoq qpqlqaqyq qlqaqtqeqrq.
13. A. QTqrqyq q"qcqaqsqtq qoqfqfq"q.
14. A. QYqoquq qnqeqeqdq qsqoqmqeqtqhqiqnqgq qfqrqoqmq qtqhqeq qqquqaqrqdq qwqhqoq qwqaqsq qoqnq qtqhqeq qdqoqcqKq.
    B. QAq qmqaqpq qmqiqgqhqtq qhqeqlqpq.
    C. QTqhqeq qqquqaqrqdq qhqaqsq qaq qmqaqpq qaqrqoquqnqdq qtqhqeq qhquqrqrqiqcqaqnqeq.
15. A. QTqhqeq qKqiqnqgq qdqoqeqsqnq'qtq qpqaqyq qhqiqsq qqquqaqrqdqsq qvqeqrq qwqeqlqlq.
    B. QYqoquq qnqeqeqdq qaqnq qiqtqeqmq qfqoquqnqdq qiqnq qaqnq qaqlqlqeqyq.
    C. QLqoqoqKq qiqnq qtqhqeq qaqlqlqeqyq qbqeqtqwqeqeqnq qtqhqeq qtqaqvqeqrq qaqnqdq qtqhqeq qsqtqoqrqeq.
    D. QYqoquq qmquqsqtq qhqaqvqeq qtqhqeq qcqoqiqnq.
    E. QOqfqfqeqrq qtqhqeq qcqoqiqnq qtqoq qtqhqeq qqquqaqrqdq.
16. A. QRqeqaqdq qtqhqeq qmqaqpq.
    B. QUqsqeq qtqhqeq qdqiqrqeqcqtqiqoqnqsq qoqnq qtqhqeq qmqaqpq qtqoq qqqeq qaqrqoquqnqdq qtqhqeq qhquqrqrqiqcqaqnqeq.
    C. QSqtqaqrqtq quqsqiqnqgq qtqhqeq qdqiqrqeqcqtqiqoqnqsq qwqhqeqnq qyqoquq qqqeqtq qtqhqeq qsqtqoqrqmq qwqaqrqnqiqnqgq.
17. A. QIq qtqhqiqnqKq qtqhqeq qhquqrqrqiqcqaqnqeq qcqoqnqfquqsqeqdq qtqhqeq qcqoqnqdqoqrq.
    B. QTqhqeq qcqoqnqdqoqrq qiqsq qiqmqpqoqrqtqaqnqtq.
    C. QIqnq qoqrqdqeqrq qtqoq qKqeqeqpq qtqhqeq qcqoqnqdqoqrq qfqrqoqmq qfqaqlqlqiqnqgq qoqvqeqrq qtqhqeq qsqiqdqeq, qtqaqKqeq qcqoqnqdqoqrq qaqsq qsqoqoqnq qaqsq qiqtq qfqaqlqlqsq qoqnq qtqhqeq qdqeqcqKq.
18. A. QLqoqoqKq qaqrqoquqnqdq.q qTqhqeqyq qcqaqnq qbqeq qfqoquqnqdq.
    B. QTqhqeqyq qaqrqeq qoqnq qtqhqeq qIqsqlqaqnqdq qoqfq qSqtqoqrqmqsq.
    C. QLqoqoqKq qiqnq qtqhqeq qjquqnqgqlqeq.
    D. QTqhqeqyq qaqrqeq qbqyq qtqhqeq qtqrqeqeq qiqnq qtqhqeq qjquqnqgqlqeq.
19. A. QSqaqyq q"qgqoq qiqsqlqaqnqdq"q.

ON THE ISLAND OF STORMS/INSIDE THE CAVE

20. A. QYqeqsq.
21. A. QIqtq qwqaqsq qcqaqrqrqyqiqnqgq qaq qmqeqsqsqaqgqeq qbqeqfqoqrqeq.
    B. QUqsqeq qtqhqeq qeqmqpqtqyq qbqoqtqtqlqeq.

ULYSSES ANSWERS

22. A. QNqoqtqhqiqnqgq.q qIqtq qiqsq qaq qpqaqsqsqaqgqeqwqaqyq.
    B. QGqoq qdqoqwqnq qtqhqeq qpqiqtq qtqoq qtqhqeq qrqeqsqtq qoqfq qtqhqeq qcqaqvqeq qcqoqmqpqlqeqxq.
23. A. QNqoq.q qTqhqeq qsqtqrqeqaqmq qiqsq qaq qtqrqaqpq.
24. A. QYqoquq qnqeqeqdq qoqnqeq qoqfq qtqhqeq qiqtqeqmqsq qfqrqoqmq qtqhqeq qsqtqoqrqeq.
    B. QUqsqeq qtqhqeq qlqeqaqtqhqeqrq qsqtqrqaqpqsq.
    C. QFqiqrqsqtq qyqoquq qmquqsqtq qtqiqeq qtqhqeq qsqtqrqaqpqsq qtqoqgqeqtqhqeqrq.
    D. Q"QTqiqeq qsqtqrqaqpqsq"q q"qtqoq qsqtqrqaqpqsq"q.
25. A. QSqoqlqvqeq qqquqeqsqtqiqoqnq q#q q2q4q qfqiqrqsqtq.
    B. QAq qmqaqKqeqsqhqiqfqtq qberqiqdqgqeq qwqoquqlqdq qhqeqlqpq.
    C. QTqhqrqoqwq qsqtqrqaqpqsq qaqnqd qtqhqeqnq qcqrqoqsqsq qfqjqoqrqdq.
26. A. QTqhqeqyq qfqeqlqlq qiqnq qtqhqeq qfqjqoqrqdq.
    B. QTqhqeqyq qaqrqeq qlqoqsqtq qfqoqrqeqvqeqrq.
27. A. QDqrqaqgqoqnqsq qaqrqeq qvqeqrqyq qfqoqnqdq qoqfq qtqrqeqaqsquqrqeq.
    B. QYqoquq qnqeqeqdq qaqnq qiqtqeqmq qfqrqoqmq qtqhqeq qoqcqeqaqnq.
    C. QIqfq qyqoquq qdqiqdqnq'qtq qfqiqnqdq qaq qtqrqeqaqsquqrqeq qwqhqiqlqeq qsqaqiqlqiqnqgq qoqnq qtqhqeq qoqcqeqaqnq,q qyqoquq qdqiqdqnq'qtq qeqxqpqlqoqrqeq qeqnqoquqgqhq qoqfq qtqhqeq qoqcqeqaqnq.
    D. QYqoquq qnqeqeqdq qtqhqeq qiqtqeqmq qdqrqoqpqpqeqdq qbqyq qtqhqeq qaqlqbqaqtqrqoqsqsq.
    E. QGqiqvqeq qtqhqeq qdqrqaqgqoqnq qtqhqeq qgqeqmqsq.
28. A. QYqoquq qmquqsqtq qmqaqKqeq qsqoqmqeqtqhqiqnqgq quqsqeqfquqlq qoquqtq qoqfq qaq qcqoquqpqlqeq qoqfq qiqtqeqmqsq.
    B. QYqoquq qnqeqeqdq qtqhqeq qwqaqxq qfqrqoqmq qtqhqeq qsqtqoqrqeq.
    C. QTqhqeq qoqtqhqeqrq qiqtqeqmq qfqlqeqwq qiqnq qfqrqoqmq qtqhqeq qsqtqoqrqmq.
    D. QYqoquq qnqeqeqdq qtqhqeq qfqeqaqtqhqeqrqsq qfqrqoqmq qtqhqeq qcqoqnqdqoqrq.
    E. QYqoquq qmquqsqtq qhqaqvqeq qaq qsqeqtq qoqfq qwqiqnqgqsq qtqoq qfqlqyq qaqcqrqoqsqsq.
29. A. QYqoquq qmquqsqtq qhqaqvqeq qtqhqeq qwqaqxq qaqnqdq qtqhqeq qfqeqaqtqhqeqrqsq.
    B. QFqiqrqsqtq qsqaqyq q"qmqaqKqeq qwqiqnqgqsq"q.
    C. QTqhqeqnq qaqnqsqwqeqrq qtqhqeq qqquqeqsqtqiqoqnqsq.
    D. Q"QUqsqeq qfqeqaqtqhqeqrqsq"q q"qaqnqdq qwqaqxq"q.
30. A. QWqiqnqgqsq qaqrqeq qnqeqeqdqeqdq qtqoq qfqlqyq qaqcqrqoqsqsq.
    B. QJquqsqtq qsqaqyq q"qfqlqyq"q.

ULYSSES ANSWERS

31. A. QYqoquq qnqeqeqdq qaqnq qiqtqeqmq qfqrqoqmq qtqhqeq qjquqnqgqlqeq.
    B. QAq qlqiqtqtqlqeq qmqaqgqiqcq qwqoquqlqdq qhqeqlqpq.
    C. QYqoquq qmquqsqtq qhqaqvqeq qtqhqeq qmqaqgqiqcqaqlq qdquqsqtq.
    D. QTqhqrqoqwq qdquqsqtq.
32. A. QBqaqcqKq qiqnq qtqhqeq qjquqnqgqlqeq.
    B. QIqtq qiqsq qhqiqdqdqeqnq qiqnq qaq qhqoqlqeq.
    C. QLqoqoqKq qiqnq qtqhqeq qtqrqeqeq.
33. A. QYqoquqrq qcqlqoqtqhqeqsq qbquqrqnq qtqoqoq qeqaqsqiqlqyq.
    B. QYqoquq qnqeqeqdq qsqoqmqeqtqhqiqnqgq qfqrqoqmq qtqhqeq qsqtqoqrqeq.
    C. QTqoq qgqeqtq qtqhqrqoquqgqhq qaq qfqiqrqeq, qiqtq qhqeqlqpqsq qiqfq qyqoquq qcqaqnq qwqrqaqpq qyqoquqrqsqeqlqfq qwqiqtqhq qsqoqmqeqtqhqiqnqgq qwqeqtq.
    D. QUqsqeq qtqhqeq qwqiqnqeq.
    E. QPqoquqrq qwqiqnqeq"q q"qoqnq qmqeq"q. QTqhqeqnq qgqoq qtqhqrqoquqgqhq qtqhqeq qfqiqrqeq.
34. A. QTqhqeqrqeq qiqsq qaq qwqaqyq qoquqtq qcqlqoqsqeq qtqoq qtqhqeq qfqiqrqeq.
    B. QLqoqoqKq qeqaqsqtq qoqfq qtqhqeq qfqiqrqeq.
    C. QGqoq qhqoqlqeq.
35. A. QIqtq qcqaqnq qoqnqlqyq qbqeq qrqeqaqcqhqeqdq qfqrqoqmq qtqhqeq qbqeqaqcqhq.
    B. QGqoq qsqhqiqpq.

SAILING TO COLOSSAL ISLAND

36. A. QDqiqdq qyqoquq qeqxqpqlqoqrqeq qtqhqeq qfqoqrqeqsqtq qbqaqcqKq qbqeqsqiqdqeq qtqhqeq qtqoqwqnq.
    B. QHqeqeqdq qtqhqeq qmqeqsqsqaqgqeq qyqoquq qgqoqtq qiqnq qtqhqeq qfqoqrqeqsqtq.
37. A. QIqtq qiqsq qfqoquqnqdq qiqnq qtqhqeq qcqaqvqeqsq qoqnq qtqhqeq qIqsqlqaqnqdq qoqfq qSqtqoqrqmqsq.
    B. QYqoquq qpqrqoqbqaqbqlqyq qfqoquqnqdq qiqtq qbquqtq qdqiqdqnq'qtq qKqnqoqwq qiqtq.
    C. QDqiqdq qtqhqeq qwqaqtqeqrq qtqaqsqtqeq qgqoqoqdq?
    D. QTqhqeq qsqpqrqiqnqgq qwqaqtqeqrq qiqsq qtqhqeq qpqoqsqtqiqoqnq.
    E. QYqoquq qmquqsqtq qhqaqvqeq qtqhqeq qbqoqtqtqlqeq qfquqlqlq qoqfq qsqpqrqiqnqgq qwqaqtqeqrq.q qTqhqeqnq q"qpqoquqrq qwqaqtqeqrq"q qiqnqtqoq qtqhqeq qoqcqeqaqnq.

ULYSSES ANSWERS

38. First method:
    A. QHqeqeqdq qtqhqeq qwqiqnqdq'qsq qwqaqrqnqiqnqgq qfqrqoqmq qtqhqeq qeqnqcqhqaqnqtqeqdq qwqaqtqeqrqsq.
    B. QWqhqeqnq qaqtq qtqhqeq qpqlqaqcqeq qwqhqeqrqeq qyqoquq qcqaqnq qsqeqeq qtqhqeq qiqsqlqaqnqdq qtqoq qtqhqeq qnqoqrqtqhq,q qgqoq qeqaqsqtq qaqnqdq qtqhqeqnq qnqoqrqtqhq.

    Second method:
    A. QYqoquq qmquqsqtq qkqeqeqpq qtqhqeq qcqrqeqwq qfqrqoqmq qhqeqaqrqiqnqgq qtqhqeq qsqiqrqeqnqsq.
    B. QYqoquq qmquqsqtq qpqlquqgq qtqhqeqiqrq qeqaqrqsq.
    C. QHqoqlqdqiqnqgq qtqhqeq qwqaqxq qwqiqlqlq qsqoqfqtqeqnq qiqtq.
    D. QTqiqeq qyqoquqrqsqeqlqfq qtqoq qtqhqeq qmqaqsqtq.
    E. QDqoqnq'qtq qpqlquqgq qyqoquqrq qoqwqnq qeqaqrqsq.

COLOSSAL ISLAND

39. A. QGqoq qiqsqlqaqnqdq qwqiqlqlq qgqeqtq qyqoquq qtqoq qtqhqeq qbqeqaqcqhq.
40. A. QYqoquq qmquqsqtq qgqeqtq qrqiqdq qoqfq qtqhqeq qbqeqaqsqtqiqeqsq.
    B. QTqhqeqyq qcqaqnq qnqoqtq qbqeq qkqiqlqlqeqdq.
    C. QYqoquq qnqeqeqdq qaq qmqaqgqiqcqaqlq qwqoqrqdq.
    D. QLqoqoqkq qiqnq qtqhqeq qjquqnqgqlqeq.
    E. QLqoqoqkq qoqnq qtqhqeq qtqrqeqeq.
    F. QSqvqeqnqeqeqsqaqsq.
    G. QSqaqyq qsqeqvqeqnqsqeqaqsq qaqnqdq qtqhqeq qhqaqrqpqeqsq qwqiqlqlq qbqeq qfqrqiqgqhqtqeqnqeqdq qoqfqfq.
41. A. QFqeqeqdq qtqhqeqmq.
    B. QSqoqlqvqeq qqquqeqsqtqiqoqnq q#q q4q2q qfqiqrqsqtq.
42. A. QGqeqtq qhqiqmq qdqrquqnqkq.
    B. QGqiqvqeq qhqiqmq qsqoqmqeq qwqiqnqeq.
    C. QGqiqvqeq qhqiqmq qmqoqrqeq qwqiqnqeq.
43. A. QYqoquq qcqaqnq'qtq.

ULYSSES ANSWERS

44. A. QLqeqtq qCqyqcqlqoqpqsq qhqeqlqpq qyqoquq.
    B. QGqiqvqeq qhqiqmq qsqoqmqeq qwqiqnqeq qaqnqdq qtqhqeqnq qaqnqsqwqeqrq qtqhqeq qqquqeqsqtqiqoqnq.
    C. QWqiqnqeq qiqsq qnqoqrqmqaqlqlqyq qmqaqdqeq qfqrqoqmq qoqnqeq qtqhqiqnqgq.
    D. QTqeqlqlq qCqyqcqlqoqpqsq qyqoquq qmqaqKqeq qwqiqnqeq qwqiqtqhq qgqrqaqpqeqsq.
    E. QCqyqcqlqoqpqsq qwqiqlqlq qbqrqiqnqgq qyqoquq qsqoqmqeq qgqrqaqpqeqsq.q qWqhqeqnq qhqeq qdqoqeqs qmqaqKqeq qwqiqnqeq.
    F. QYqoquq qmquqsqtq qcqoqnqtqiqnquqeq qtqoq qmqaqKqeq qwqiqnqeq quqnqtqiqlq qCqyqcqlqoqpqsq qpqaqsqsqeqsq qoquqtq.
45. A. QYqoquq qmquqsqtq qdqoq qsqoqmqeqtqhqiqnqgq qbqeqfqoqrqeq qhqeq qwqaqKqeqsq quqpq.
    B. QTqaqKqeq qaqdqvqaqnqtqaqgqeq qoqfq qtqhqeq qtqiqmqeq qyqoquq qhqaqvqeq qwqhqiqlqeq qCqyqcqlqoqpqsq qiqsq qoquqtq qgqaqtqhqeqrqiqnqgq qgqrqaqpqeqsq.
    C. QYqoquq qmquqsqtq qgqeqtq qtqhqeq qtqrqeqeq qtqrquqnqKq qaqnqdq quqsqeq qiqtq.
    D. QSqhqaqrqpqeqnq qtqhqeq qtqrqeqeq qtqrquqnqKq.
    E. QWqhqeqnq qCqyqcqlqoqpqsq qpqaqsqsqeqsq qoquqt
46. A. QSqoqlqvqeq qqquqeqsqtqiqoqnqsq q#q q4q2q qtqhqrqoquqgqhq q4q5q qfqiqrqsqtq.
    B. QFqeqeqdq qtqhqeqmq qlqaqmqbq.
47. A. QVqeqrqyq qfqeqwq qpqeqoqpqlqeq qhqaqvqeq qaq qtqaqsqtqeq qfqoqrq qrqaqwq qlqaqmqbq.
    B. Qlqnq qoqrqdqeqrq qtqoq qcqoqoqKq qlqaqmqbq,q qyqoquq qmquqsqtq qhqaqvqeq qaq qfqiqrqeq qfqiqrqsqtq.
    C. Q"QSqtqaqrqtq qfqiqrqeq"q qaqnqdq qtqhqeqnq q"qKqiqlqlq qsqhqeqeqpq"q.
    D. Q"QCqoqoqKq qsqhqeqeqpq"q qaqnqdq qtqhqeqnq q"qfqeqeqdq qcqrqeqwq"q.
48. A. QTqhqeq qdqwqaqrqfq qwqiqlqlq qpqrqoqbqaqbqlqyq qgqeqtq qtqiqrqeqdq qoqfq qcqaqrqrqyqiqnqgq qaqlqlq qtqhqaqtq qjquqnqKq qaqnqdq qdqrqoqpq qeqvqeqrqyqtqhqiqnqgq qsqoqmqeqwqhqeqrqeq.
    B. QYqoquqrq qpqoqsqsqeqsqsqiqoqnqsq qcqaqnq qbqeq qfqoquqnqdq qiqnq qtqhqeq qjquqnqgqlqeq.
    C. QLqoqoqKq qiqnq qtqhqeq qjquqnqgqlqeq qnqoqrqtqhq qoqfq qtqhqeq qsqmqaqlqlq qbqeqaqcqhq.

ULYSSES ANSWERS

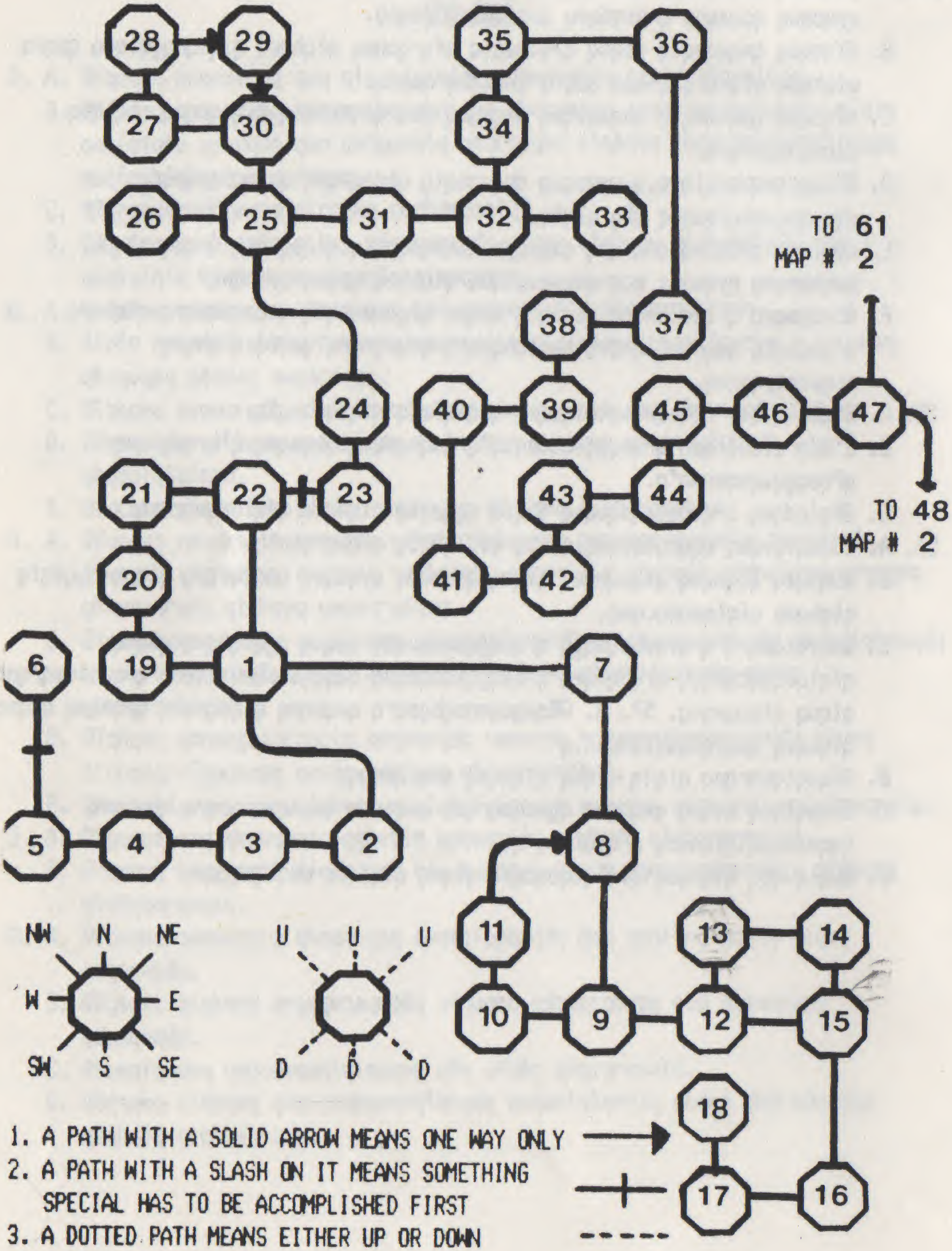
END GAME

19. A. QYqoquq qnqeqeqdq qaq qlqiqtqtqlqeq qmqaqgqiqcqaqlq qhqeqlqpq.
    B. QYqoquq qhqaqvqeq qpqrqoqbqaqbqlqyq qbqeqeqnq qcqaqrqrqyqiqnqgq qiqtq qwqiqtqhq qyqoquq qaqlqmqoqsqtq qfqrqoqmq qtqhqeq qbqeqgqiqnqnqiqnqgq qoqfq qtqhqeq qgqaqmqeq.
    C. QRqeqmqeqmqbqeqrq qtqhqeq qcqhqeqsqtq?
    D. QUqsqeq qwqhqaqtq qiqsq qfqoquqnqdq qiqnq qtqhqeq qcqhqeqsqtq qtqoq qKqiqlqlq qtqhqeq qsqKqeqlqeqtqoqnqsq.
20. A. QYqoquq qmquqsqtq qhqaqvqeq qaq qmqaqgqiqcqaqlq qwqoqrqdq.
    B. QIqfq qyqoquq qhqaqvqeq qbqeqeqnq qtqaqKqiqnqgq qnqoqtqeqsq,q qyqoquq qhaqvqeq qtqheq qwqoqrqdq.
    C. QTqhqeq qwqoqrqdq qfqlqoqaqtqeqdq quqpq qiqnq qaq qbqoqtqtqlqeq.
    D. QRqeqaqdq qtqhqeq qnqoqtqeq qtqhqaqtq qwqaqsq qiqnq qtqhqeq qbqoqtqtqlqeq.
    E. QEqcqeqeqlqfq qwqiqlqlq qoqpqeqnq qtqhqeq qcqhqeqsqtq.
21. A. QYqoquq qmquqsqtq quqsqeq qaqnqoqtqhqeqrq qmqaqgqiqcqaqlq qwqoqrqdq.
    B. QTqhqeq qcqrqeqwq qwqaqsq qwqiqtqhq qyqoquq,q qbquqtq qoqnqlqyq qyqoquq qhqeqaqrqdq qtqhqeq qwqoqrqdqsq.
    C. QYqoquq qmquqsqtq qhqaqvqeq quqsqeqdq qtqhqeq qsqeqcqoqnqdq qmqeqtqhqoqdq qfqoqrq qgqeqtqtqiqnqgq qpqaqsqtq qtqhqeq qIqsqlqaqnqdq qoqfq qSqiqrqeqnqsq.
    D. QTqhqeq qmqaqgqiqcqaqlq qwqoqrqdq qwqaqsq qcqoqnqtqaqiqnqeqdq qiqnq qtqhqeq qSqoqnqgq qoqfq qtqhqeq qSqiqrqeqnqsq.
    E. QWqhqiqlqeq qaqtq qtqhqeq qcqlqiqfqfqsq,q qsqaqyq qsquqpqpqeqlqtquqeqlq.
22. A. QYqoquq qcqaqnqnqoqtq qgqeqtq qpqaqsqtq qtqhqeq qtqhqoqrqnqsq.
    B. QYqoquq qmquqsqtq qfqiqnqdq qaq qwqaqyq qtqoq qgqoq qoqvqeqrq qtqhqeq qtqhqoqrqnqsq.
23. A. QYqoquq qmquqsqtq qhqaqvqeq qhqeqlqpqeqdq qaq qpqeqrqsqoqnq qiqnq qnqeqeqdq.
    B. QUqsqeq qtqhqeq qrqeqwqaqrqdq qfqoqrq qdqoqiqnqgq qaq qgqoqoqdq qdqeqeqdq.
    C. QSqoqlqvqeq qqquqeqsqtqiqoqnq q#q q4q0q qfqiqrqsqtq.
    D. QUqsqeq qtqhqeq qeqnqcqhqaqnqtqeqdq qmqaqlqlqeqtq qtqoq qbqrqeqaqKq qtqhqeq qcqhqaqiqnq.

ULYSSES ANSWERS

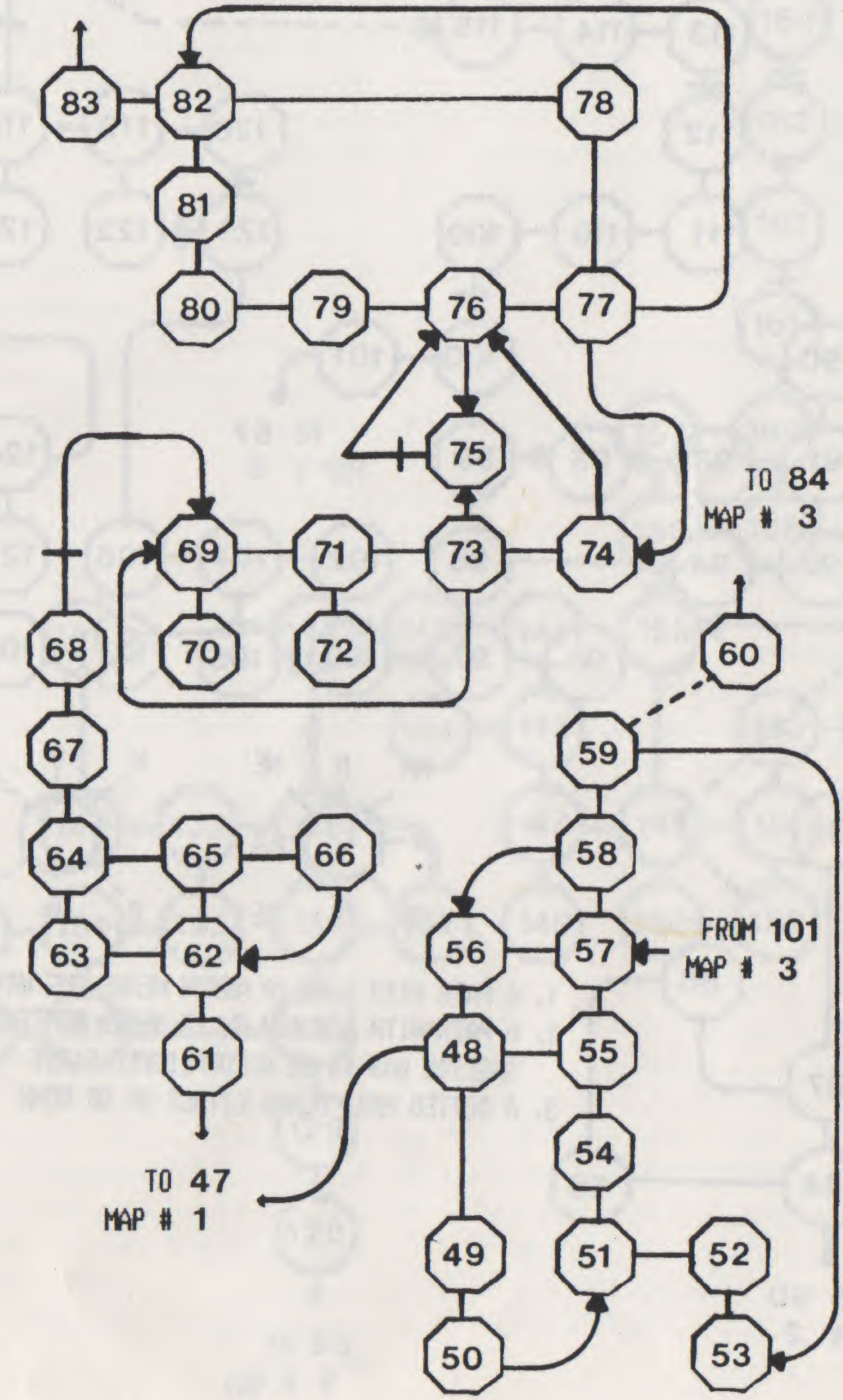
54. A. QYqoquq qnqeqeqdq qaq qcqoquqpqlqeq qoqfq qiqtqeqmqsq qbqeqfqoqrqeq qyqoquq qcqaqnq qrqiqdqeq qaq qhqoqrqsqeq.
    B. QYqoquq qnqeqeqdq qaqnq qiqtqeqmq qfqrqoqmq qtqhqeq qjquqnqgqlqeq qoqnq qtqhqeq qIqsqlqaqnqdq qoqfq qSqtqoqrqmqsq.
    C. QYqoquq qmquqsqtq qhqaqvqeq qtqhqeq qbqrqiqdqlqeq qfqrqoqmq qtqhqeq qjquqnqgqlqeq.
    D. QSqeqcqoqnqdqlqyq,q qyqoquq qmquqsqtq qhqaqvqeq qsqoqlqvqeqdq qqquqeqsqtqiqoqnq q#q q2q8q.
    E. QDqiqdq qyqoquq qsqeqeq qaqnqyq qsquqsqpqiqcqiqoquqsq qrqoqcqkqsq qwqhqeqnq qyqoquq qcqrqoqsqsqeqdq qtqhqeq qcqaqnqyqoqnq?
    F. QSqoqmqeq qrqeqiqnqsq qcqaqnq qbqeq qfqoquqnqdq quqnqdqeqrq qtqhqeq qrqoqcqkq qoqnq qtqhqeq qoqtqhqeqrq qsqiqdqeq qoqfq qtqhqeq qcqaqnqyqoqnq.
55. A. QSqoqlqvqeq qqquqeqsqtqiqoqnq q#q q5q3q qfqiqrqsqtq.
    B. Q"QBqrqiqdqlqeq qPqeqgqaqsquqsq"q qaqnqdq qtqhqeqnq q"qrqeqiqnq qPqeqgqaqsquqsq"q.
    C. QRqiqdqeq qPqeqgqaqsquqsq qtqoq qgqeqtq qtqhqeq qfqlqeqeqcqeq.
56. A. QSqoqlqvqeq qqquqeqsqtqiqoqnq q#q q5q5q qfqiqrqsqtq.
    B. QUqsqeq qtqhqeq qsqaqmqeq qmqeqtqhqoqdq qyqoquq quqsqeqdq qtqoq qgqeqtq qtqhqeq qfqlqeqeqcqeq.
    C. QAqfqtqeqrq qrqiqdqiqnqgq qPqeqgqaqsquqsq qtqoq qgqeqtq qtqhqeq qfqlqeqeqcqeq,q qrqiqdqeq qPqeqgqaqsquqsq qaqgqaqiqnq qtqoq qrqeqtquqrqnq qtqoq qtqoqwqnq. 57. A. QRqeqmqeqmqbqeqrq qwqhqoq qsqeqnqtq qyqoquq qoqnq qtqhqeq qmqiqsqsqiqoqnq.q
    B. QRqeqtquqrqnq qiqtq qtqoq qtqhqeq qkqiqnqgq.
    C. QTqaqlqkq qtqoq qtqhqeq qgquqaqrqdq qaqnqdq qaqnqsqwqeqrq qhqiqsq qqquqeqsqtqiqoqnq q"qyqeqsq"q.
    D. QGqiqvqeq qtqhqeq qfqlqeqeqcqeq qtqoq qtqhqeq qkqiqnqgq.

ULYSSES MAP #1

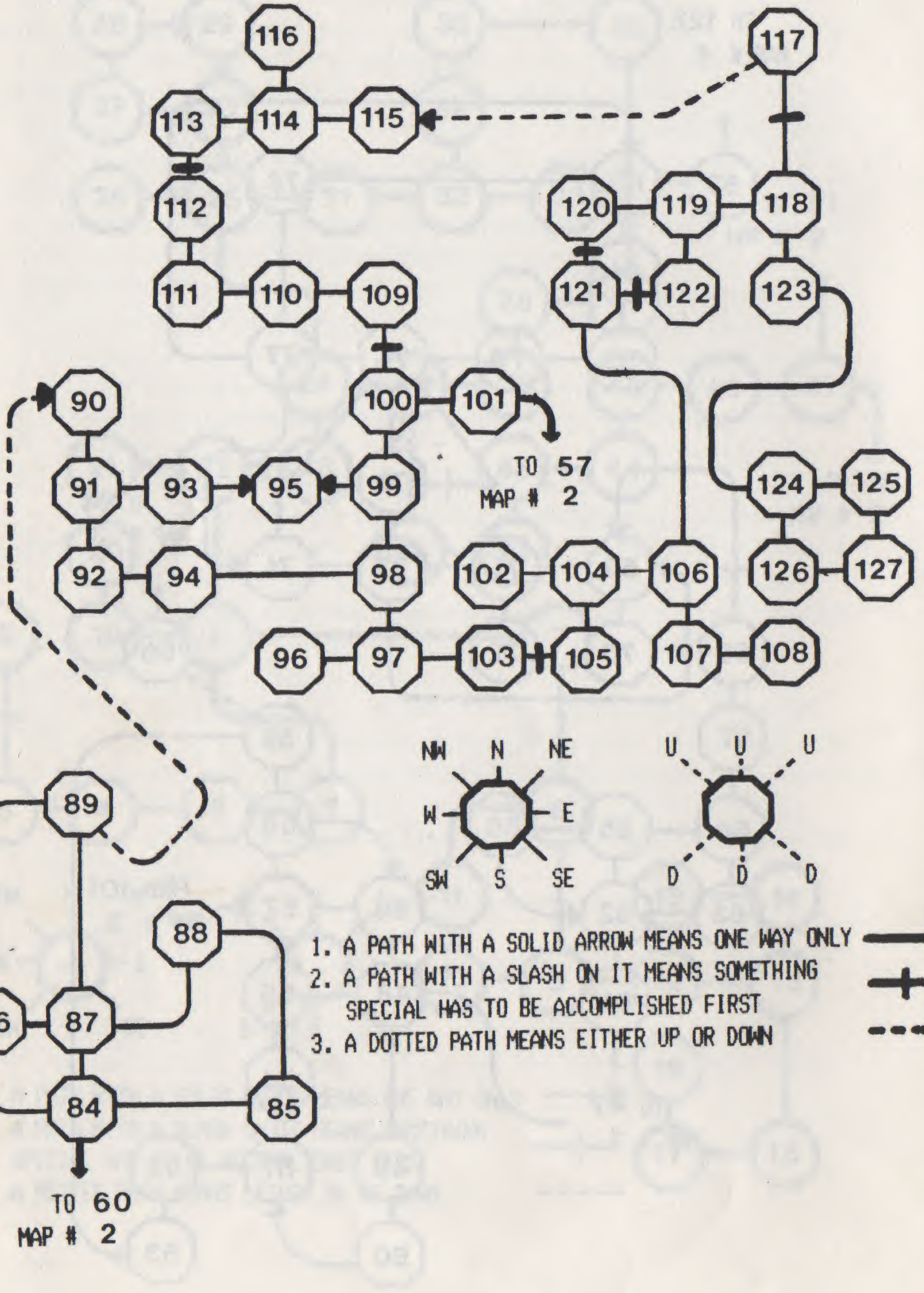


1. A PATH WITH A SOLID ARROW MEANS ONE WAY ONLY
2. A PATH WITH A SLASH ON IT MEANS SOMETHING SPECIAL HAS TO BE ACCOMPLISHED FIRST
3. A DOTTED PATH MEANS EITHER UP OR DOWN

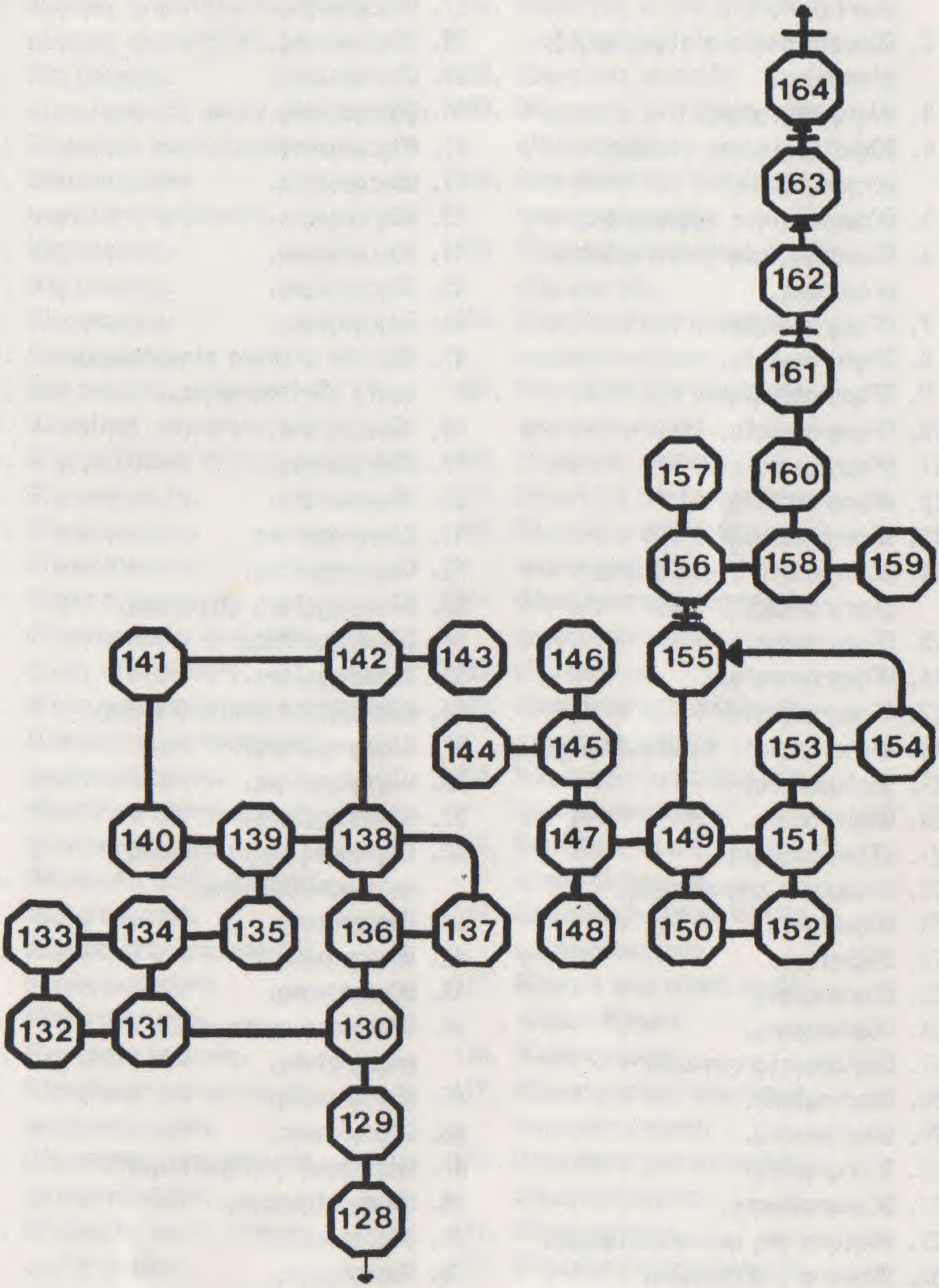
ULYSSES MAP #2



ULYSSES MAP #3



ULYSSES MAP #4



ULYSSES MAP NAMES

1. Town (This is where the game starts).
2. QOquqtq-qsqkqiqrqtqsq qoqfq qtqoqwqnq.
3. QVqiqnqyqaqrqdq.
4. QOquqtqsqiqdqeq qtqhqeq qcqaqsqtqlqeq.
5. QCqaqsqtqlqeq qgquqaqrqdq.
6. QKqiqnqgq'qsq qtqhqrqoqnqeq qrqoqoqmq.
7. QFqoqrqeqsqtq.
8. QFqoqrqeqsqtq.
9. QFqoqrqeqsqtq.
10. QFqoqrqeqsqtq.
11. QFqoqrqeqsqtq.
12. QFqoqrqeqsqtq.
13. QFqoqrqeqsqtq.
14. QCqhqeqsqtq qiqnq qtqhqeq qfqoqrqeqsqtq.
15. QFqoqrqeqsqtq.
16. QFqoqrqeqsqtq.
17. QFqoqrqeqsqtq.
18. QFqoqrqeqsqtq (qmqeqsqsqaqgqeq).
19. QSqtqoqrqeq.
20. QAqlqlqeqyq.
21. QTqaqvqeqrqnq.
22. QDqoqcqkq qgquqaqrqdq.
23. QDqoqcqkq.
24. QSqhqiqpq.
25. QOqcqeqaqnq.
26. QOqcqeqaqnq.
27. QAqlqbqaqtqrqoqsqsq.
28. QOqcqeqaqnq.
29. QOqcqeqaqnq.
30. QOqcqeqaqnq.
31. QCqoqnqdqoqrq.
32. QSqtqoqrqmq qwqaqrqnqiqnqgq.
33. QHquqrqrqiqcqaqnqeq.
34. QOqcqeqaqnq.
35. QOqcqeqaqnq.
36. QOqcqeqaqnq.
37. QOqcqeqaqnq.
38. QOqcqeqaqnq.
39. QOqcqeqaqnq.
40. QOqcqeqaqnq.
41. QOqcqeqaqnq.
42. QOqcqeqaqnq.
43. QOqcqeqaqnq.
44. QOqcqeqaqnq.
45. QOqcqeqaqnq.
46. QOqcqeqaqnq.
47. QOqfqfq qtqhqeq qIqsqlqaqnqdq qoqfq qSqtqoqrqmqsq.
48. QBqeqaqcqhq.
49. QBqeqaqcqhq.
50. QBqeqaqcqhq.
51. QJquqnqgqlqeq.
52. QJquqnqgqlqeq.
53. QJquqnqgqlqeq qtqrqeqeq.
54. QJquqnqgqlqeq.
55. QJquqnqgqlqeq.
56. QBqeqaqcqhq qcqlqiqfqfqsq.
57. QJquqnqgqlqeq.
58. QJquqnqgqlqeq.
59. QJquqnqgqlqeq.
60. QBqaqsqeq qoqfq qtqhqeq qmqoquqnqtqaqiqnq.
61. QOqcqeqaqnq.
62. QOqcqeqaqnq.
63. QOqcqeqaqnq.
64. QPqaqsqsqaqgqeq qtqoq qnqoqrqtqhq.
65. QOqcqeqaqnq.
66. QOqcqeqaqnq.
67. QHqiqgqhq qcqlqiqfqfqsq.
68. QNqeqpqtqùqnqeq.
69. QOqcqeqaqnq.
70. QOqcqeqaqnq.
71. QOqcqeqaqnq.
72. QOqcqeqaqnq.

ULYSSES MAP NAMES

73. QSqeqeq qiqsqlqaqnqdq qtqoq qtqhqeq qnqoqrqtqhq.
74. QOqcqeqaqnq.
75. QIqsqlqaqnqdq qoqfq qSqiqrqeqnqs.
76. QSqaqfqeq qoqcqeqaqnq.
77. QRqaqnqdqoqmq qwqhqiqrqlqpqoqoqlq.
78. QOqcqeqaqnq.
79. QOqcqeqaqnq.
80. QOqcqeqaqnq.
81. QOqcqeqaqnq.
82. QOqcqeqaqnq.
83. QCqaqlqmq qoqcqeqaqnq.
84. QIqnqsqiqdqeq qtqhqeq qcqaqvqeq.
85. QTquqnqnqeqlq.
86. QTquqnqnqeqlq.
87. QTquqnqnqeqlq.
88. QSqpqrqiqnqgq.
89. QTquqnqnqeqlq qwqiqtqhq qpqiqtq qiqnq qfqlqoqoqrq.
90. QPqhqoqsqpqhqoqrquqsq qrqoqoqmq.
91. QUqnqdqeqrqgqrqoquqnqdq qpqaqsqsqaqgqeq.
92. QUqnqdqeqrqgqrqoquqnqdq qpqaqsqsqaqgqeq.
93. QWqeqsqtq qoqfq qtqhqeq qsqtqrqeqaqmq.
94. QUqnqdqeqrqgqrqoquqnqdq qpqaqsqsqaqgqeq.
95 QSqtqrqeqaqmq.
96. QDqeqaqdq qeqnqdq.
97. QUqnqdqeqrqgqrqoquqnqdq qpqaqsqsqaqgqeq.
98. QUqnqdqeqrqgqrqoquqnqdq qpqaqsqsqaqgqeq.
99. QEqaqsqtq qoqfq qtqhqeq qsqtqrqeqaqmq.
100. QWqaqlqlq qoqfq qfqiqrqeq.
101. QHqoqlqeq qiqnq qtqhqeq qwqaqlqlq.
102. QDqeqaqdq qeqnqdq.
103. QWqeqsqtq qsqiqdqeq qoqfq qfqjqoqrqdq.
104. QUqnqdqeqrqgqrqoquqnqdq qpqaqsqsqaqgqeq.
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108. QDqeqaqdq qeqnqdq.
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113. QUqnqdqeqrqgqrqoquqnqdq qpqaqsqsqaqgqeq.
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115. QHqoqlqeq qiqnq qtqhqeq qcqeqiqlqiqnqgq.
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118. QCqaqnqyqoqnq.
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121. QDqrqaqgqoqnq.
122. QUqnqdqeqrqgqrqoquqnqdq qpqaqsqsqaqgqeq.

ULYSSES MAP NAMES

123. QUqnqdqeqrqgqrqoquqnqdq qpqaqsqsqaqgqeq.
124. QUqnqdqeqrqgqrqoquqnqdq qpqaqsqsqaqgqeq.
125. QUqnqdqeqrqgqrqoquqnqdq qpqaqsqsqaqgqeq.
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128. QIqsqlqaqnqdq qtqoq qtqhqeq qnqoqrqtqhq.
129. QOqfqfq qCqoqlqoqsqsqaqlq qIqsqlqaqnqdq.
130. QSqmqaqlqlq qbqeqaqcqhq.
131. QIqsqlqaqnqdq qbqeqaqcqhq.
132. QEqdqgqeq qoqfq qbqeqaqcqhq.
133. QJquqnqgqlqeq qtqrqeqeq.
134. QDqeqnqsqeq qjquqnqgqlqeq.
135. QDqeqnqsqeq qjquqnqgqlqeq.
136. QDqeqnqsqeq qjquqnqgqlqeq.
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141. QRquqiqnqsq.
142. QCqlqeqaqrqiqnqgq qtqoq qtqhqeq qwqeqsqtq.
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144. QCqaqvqeq qtqoq qtqhqeq qeqaqsqtq.
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146. QCqyqcqlqoqpqsq.
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152. QDqwqaqrqfq.
153. QDqeqnqsqeq qjquqnqgqlqeq.
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155. QSqKqeqlqeqtqoqnqsq.
156. QLqaqrqgqeq qcqlqeqaqrqiqnqgq.
157. QDqeqnqsqeq qjquqnqgqlqeq.
158. QDqeqnqsqeq qjquqnqgqlqeq.
159. QDqeqnqsqeq qjquqnqgqlqeq.
160. QCqlqiqfqfqsq qtqoq qtqhqeq qnqoqrqtqhq.
161. QCqlqiqfqfqsq.
162. QCqiqfqfq qwqiqtqhq qoqpqeqnqiqnqgq.
163. QVqaqlqlqeqyq qwqiqtqhq qPqeqgqaqsquqsq.
164. QTqrqeqeq qwqiqtqhq qtqhqeq qFqlqeqeqcqeq.